Stickybear® Math Word Problems

For Ages
7-10
Volume 5

U.S. CITIES

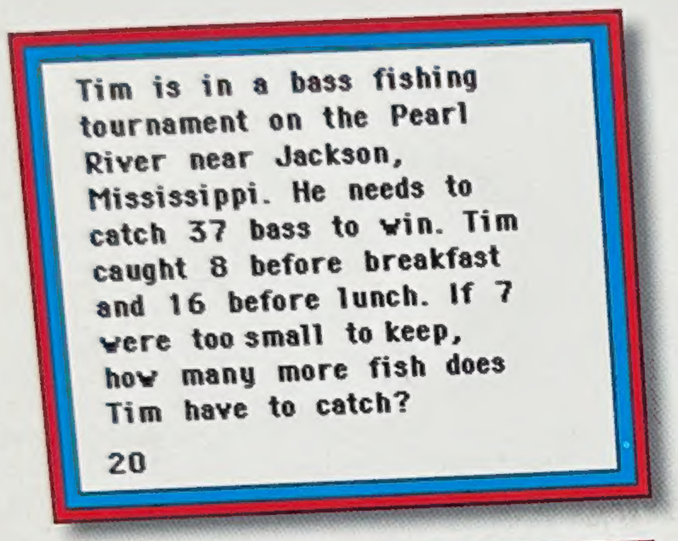
Apple

5.25" disk included

Optimum Resource

Stickybear®
Math Word Problems

U.S. CITIES


Tim is in a bass fishing tournament on the Pearl River near Jackson, Mississippi. He needs to catch 37 bass to win. Tim caught 8 before breakfast and 16 before lunch. If 7 were too small to keep, how many more fish does Tim have to catch?
20
A Boise, Idaho potato chip factory produces 5345 bags of chips in 5 hours. How many bags does it produce in 3 hours?
3207
7 8 9 +
4 5 6 -
1 2 3 /
0 C = *
3207
A riverboat traveling from Cincinnati, Ohio to Columbus, Ohio has to spend 8 hours on the Ohio River and then 18 hours on the Scioto River. How long will the trip take?
8 + 18 =

A strong, open ended program that helps build critical skills in solving math word problems for children ages 7 and up!

Fascinating features of United States cities from Charleston, South Carolina to Los Angeles, California provide a unique forum that motivates students to solve math word problems. With *Stickybear Math Word Problems: U.S. Cities*, teachers or parents can select exactly the right word problems in addition, subtraction, multiplication, and division...and adjust the program up or down to match each student's progress!

There are over 130 math word problems in the program. And the internal numbers for each problem change every time the problem is used - providing endless variety.

Or, you may add your own problems whenever you choose - customizing the program even more! You can also create and print practice sheets or test masters for off-screen use.

If you answer a word problem incorrectly, *Stickybear Math Word Problems: U.S. Cities* will display the correct procedure...highlighting the sections of text involved and displaying the correct operations in order.

Math Word Problems: U.S. Cities records and prints report sheets for up to 50 students at a time. The on-screen calculator option allows users to concentrate on problem-solving.

Proudly Made in the U.S.A.

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Optimum Resource, Inc., Hilton Head, South Carolina 29926

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795
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Stickybear®
Math Word Problems
Volume 5

U.S. CITIES

Stickybear®
Math Word Problems

U.S. CITIES

Stickybear®
Math Word Problems
Volume 5

Apple
Apple II
Family

U.S. CITIES

U.S. CITIES
Stickybear®
Math Word Problems
Volume 5
Optimum Resource
Made Primarily from
Recycled Fibers
Adobe
U.S. Cities

U.S. CITIES

Made Primarily from ReCycled Fibers

Stickybear® Math Word Problems

U.S. CITIES

Ages 7-10
Volume 4

Stickybear®
Math Word Problems

U.S. CITIES

A strong, open ended program that helps build critical skills in solving math word problems for children ages 7 and up!

Fascinating features of United States cities (from Charleston, South Carolina to Los Angeles, California) provide a unique problem that intrigues students to solve math word problems. With Stickybear® as your teacher, the problems become progressively more challenging. Select the grade level, and problems in addition, subtraction, multiplication, and division are presented. You can select the problem type or let the program choose for you.

There are over 250 math word problems in the program. And the program will keep track of your child's progress. On screen worksheets can be printed for your convenience. And the program will print a certificate of achievement when your child has successfully completed a problem set.

Tim is in a bass fishing tournament on the Pearl River near Jackson, Mississippi. He needs to catch 37 bass to win. Tim caught 8 before breakfast and 15 before lunch. If 7 were too small to keep, how many more fish does Tim have to catch?
20

A Delaware Idaho potato chip factory produces 5,000 potato chips per bag. If it can fill 3207 bags in 3 hours,

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Apple Apple II Family

Spooky Bear's Word Problems Math Volume 5

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Directions

Spooky Bear's Word Problems: Math Volume 5 is a program that presents word problems to the student. The student must solve the problem and enter the correct answer. If the answer is incorrect, you will be told to try again. If the answer is correct, you will be told to go on to the next problem. Spooky Bear's Word Problems: Math Volume 5 has 50 problems in all. Each problem is worth 2 points. You can earn a maximum of 100 points for each lesson. Spooky Bear's Word Problems: Math Volume 5 has 50 problems in all. Each problem is worth 2 points. You can earn a maximum of 100 points for each lesson. Spooky Bear's Word Problems: Math Volume 5 has 50 problems in all. Each problem is worth 2 points. You can earn a maximum of 100 points for each lesson.

Getting Started

To load Spooky Bear's Word Problems: Math Volume 5, insert the disk into the drive and turn on the computer. The program will load automatically. If you have a printer, you can print out your results by pressing the P key at the end of each lesson.

Using the Program

When you start the program, you will see the title screen. Press any key to continue. You will then be asked to enter your name. Type your name and press RETURN. The program will then present the first problem. Read the problem carefully and enter your answer. If your answer is correct, you will be told so and will move on to the next problem. If your answer is incorrect, you will be told to try again. You may try as many times as you like. After you have solved all 50 problems, you will see your final score. You may then choose to print your results or return to the menu.

Menu Options

- **Lesson 1**: Addition word problems
- **Lesson 2**: Subtraction word problems
- **Lesson 3**: Multiplication word problems
- **Lesson 4**: Division word problems
- **Lesson 5**: Mixed operations word problems

Tips

- Read each problem carefully before you answer.
- Use scratch paper to work out the problem if you need to.
- Check your answer before you press RETURN.
- If you get stuck, you can skip the problem and come back to it later.
- Remember that you can print your results at the end of each lesson.

Troubleshooting

If you have trouble loading the program, make sure the disk is inserted correctly and that the drive door is closed. If the program still will not load, try restarting the computer. If you have a printer problem, make sure the printer is turned on and that it is connected properly. If you have a display problem, make sure the monitor is turned on and that the brightness and contrast controls are set correctly.

Credits

Spooky Bear's Word Problems: Math Volume 5

Program and documentation by the Optimum Resource staff.

Special thanks to the students and teachers who helped test this program.

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Apple
Apple II
Family

Muppet Learning Keys®
with Word Problems
Volume 5

Apple
5.25" disk
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Optimum Resource

Stickybear®
Math Word Problems

U.S. CITIES

For Ages 7-10
Volume 5

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5.25" disk included

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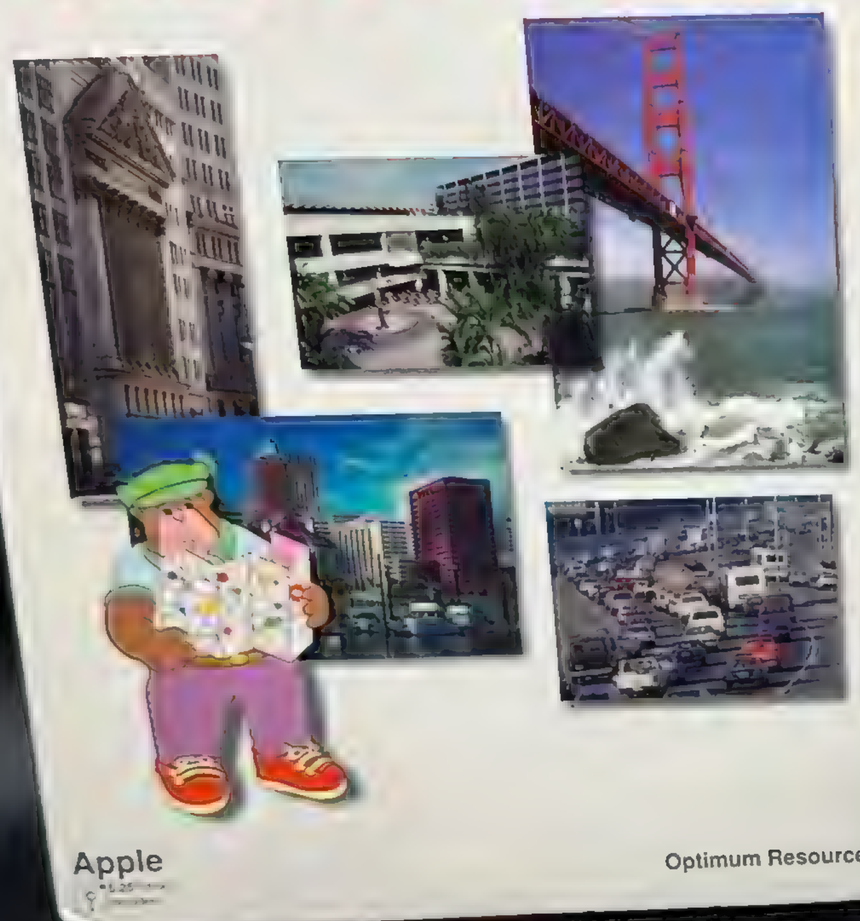
For Ages
7-10
Volume 5

U.S. CITIES



Apple

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The Stickybear®
Reading Comprehension
Series

STICKYBEAR® SOFTWARE

User Guide

Important
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Information
Inside

...Guide

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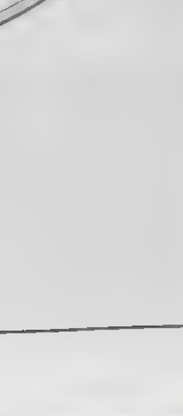

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Computer type _____ Disk Format: 3.5" ☐ 5.25" ☐

Your system includes: Hard Disk _____ Memory Size _____ Sound Board (type) _____

Network Type (if applicable) _____ # of Nodes _____

What changes (if any) would you like to see made to the program(s)? _____

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Sticky bear
Comprehension
Series

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The Stickybear®
Reading Comprehension
Series

User Guide

Contents

To Begin • Apple 3
To Begin • MS-DOS 4
The Exercises 6
Control Commands 7
Customize Program Options 8
Report Card 10
Enter Exercises 12
List of Commands 16

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To Begin • Apple

All programs in the *Stickybear Reading Comprehension Series* will run on any Apple, Apple II, Apple II Plus, Apple IIe, Apple IIc, Apple IIc+ or Apple IIGS. 3.5 disks require 64K; 5.25" disks require 48K. It will also run on the Macintosh LC family with an Apple IIe card installed. Please see your Warranty/Registration card for information on obtaining a backup copy.

To start, put the program disk into the drive and turn on your Apple. If you have Autostart, you will see the title panel displayed. If your Apple does not have the Autostart ROM, you will see the monitor cursor (*). Type **6** then **P** while holding down the key marked Control (**6 CTRL P**), then press the Return key.

After the title panel appears, you will see the welcome panel. Enter the student's name (no more than 11 letters, please) and press Return to begin working with the program. (*Note: Children with the same first name should add a last initial so the program can tell them apart.*)

If the name is not on the program's list of previous students, the stories will start at Level 1 and a message will appear on the screen: "As a new user you will start at the beginning." The level of difficulty will progress upward as the student succeeds. If the student's name was entered earlier, the program will start at the last level reached and with the variations (if any) set in the Customize Program Options section.

Teachers and parents who wish to customize the program or review a student's progress may enter the Customize Program Options section from the welcome panel by pressing Control while pressing C (**CTRL C**).

Customize Program Options

Control C (CTRL C) Customize Program Options

Press Control C (CTRL C) while the welcome panel is on the screen to enter the Customize Program Options section. This section allows you to update the program options, review student report cards, enter options for new students and add in your own exercises. You make individual assignments, then store them on the disk for up to 39 students (the 40th name is always reserved for any new child not on the list).

Each student will be presented with the level specified for that individual. After pressing Control C (CTRL C) you will see the Customize Program Options Menu. Press the number of the option you wish to select, then press Return/Enter.

> **Select an option:**
> **1. Update program options.**
> **2. Check report cards.**
> **3. Enter new student.**
>
> **ESC. Restart program.**

Update Program Options

If you select this option you will see the screen below. Press Return/Enter to go on or Esc to go back to the Customize Program Options Menu.

> **You can customize the Stickybear Reading Comprehension program for each student.**
>
> **Press Return/Enter to go on or Esc to go back to the previous menu.**

You must begin by selecting the student. Type the student's name (11 letters or less) then press Return/Enter. The Update Program Options section will present you with two choices. Press the appropriate number to identify your response, then press Return/Enter. You will be able to review and revise your selections after the second choice.

> **Name: ROBERT**
> **1. Starting level: 4**
> **2. Number of tries: 1**
> **Press Return/Enter to accept the options as they are or press the number of any option you want to change and press Return/Enter.**

1. Select the starting level of difficulty.

Enter a number from 1 to 7 to select the level of difficulty at which the program will begin for this student. Level 1 is the easiest, level 6 is the hardest. Level 7 consists of custom exercises entered by the teacher or parent. The programs in the *Stickybear Reading Comprehension Series* will adjust themselves automatically as the student answers each exercise, and progress through the levels will be monitored on the report card.

2. Select the number of tries.

Enter a number from 1 to 4 to specify how many incorrect answers the program will accept before the computer displays the correct answer.

If you do not change this option, the program will select two tries. Younger students will feel comfortable with more tries. You may set this option to 1 for a quiz form that will record accurate per-question scoring.

When you have completed both choices you will be shown a review screen. Type the number of any option you wish to revise, or press Return/Enter to accept the choices as made and to return to the welcome panel.

List of Commands

CTRL C Use this command to go to the Customize Program Options section from the welcome screen.

CTRL L Use this command to toggle between uppercase and lowercase letters (Apple version only).

CTRL Q Use this command to turn the sound on or off.

CTRL Z Use this command to cancel the section you are in.

Esc Use this command to go on to questions after reading the text, to return to DOS from the welcome screen, or to return to any previous menu (MS-DOS only).

Space Bar Use this command to go to the questions after reading the text or to review the text when answering questions.

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